

Wii™

The cover art for the video game 'Worms Battle Islands' features two pink worms in a tropical island setting. The worm on the left is laughing with its mouth wide open, while the worm on the right holds a blue and yellow revolver. In the background, there are palm trees, a blue ocean, and a small island with a volcano. A large, bright explosion is visible in the foreground at the bottom. The title 'WORMS BATTLE ISLANDS' is prominently displayed in the center, with a circular inset showing a green landscape with a crosshair.

WORMS

BATTLE ISLANDS

THQ

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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CAUTION: WRIST STRAP USE

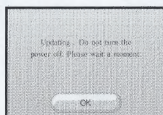
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

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Game Overview

Each player takes turns to pick off their opponents' worms using a host of crazy weapons and crafty tactics. Worms die if they lose all of their health, or if they drown in the water. The last player standing when the dust settles is declared the winner!

Controls

The game can be controlled by making use of the Wii Remote's motion sensing capabilities, with the option of using the Nunchuk attachment for extra comfort.

If preferable, the game can also be played without using any of the Wii Remote's motion sensing capabilities. The Wii Remote can be turned on its side and held in a more traditional manner, with the player controlling the game using buttons only.

Main Menu

From the Main Menu there are the following options:

Versus

This option allows the player to create a custom local multiplayer game consisting of 2-4 teams. Teams can either be human controlled, or computer controlled (computer controlled teams can have different levels of skill). The Game Mode and Game Settings can also be specified; which determines the type of game played, the weapons available and other settings.

Nintendo Wi-Fi Connection

The Online Menu allows the player to take part in an online multiplayer game, view the online leaderboards, add or delete friends or download additional content.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at www.nintendo.com/games/wifi/wii.

Missions

The Missions Menu allows access to all of the single player content. From here the player can choose to play the Training Missions (ideal for new players and those wanting to brush up on their skills), partake in the Campaign Missions (and unlock new custom weapon parts), or exercise their brain by playing the Puzzles.



Player Island

In "Worms: Battle Islands", each player is given their own Player Island which displays all of the Tactical Abilities that the player has been awarded. Each item on the Player Island represents a specific ability which can be used in the 'War Room' when playing the new 'Tactics' game mode. These abilities allow the player to make tactical decisions before the match starts; decisions such as choosing where their worms are positioned upon the landscape or bestowing an extra 15 points of health to their worms.

Players can add abilities to their island by claiming them from defeated opponents in online Tactics mode battles, and can lose them by being defeated. The island is something that the player should protect and nurture in order to give them a better chance of success in the game!

Customization

Player

As well as being able to give their worms individual names, players can also customize them in many other ways. Hats, shades, backpacks, masks, speech-banks, victory dances, gravestones, flags, power-bars, health bars and forts can all be changed to suit the player's tastes; and with many extra items to unlock there's plenty to choose from!



Game Settings

The Game Settings are basically a set of game rules, all of which can be customized to make the game play to your liking. These settings range from the weapons available to your worms, to how long a turn lasts.

Weapons

The Weapon Factory allows the player to build and customize their own weapons. By collecting 'Blueprints' from the Campaign Missions, players are able to build better and more elaborate weaponry.

Landscapes

The Landscape Editor is a powerful tool that allows the player to create and edit their own landscapes. These landscapes can be saved and used in local multiplayer battles or even with friends online!

Options

This menu allows the player to choose their preferred control method, adjust the audio settings, look up help topics on various aspects of the game, erase profile data and also view the game's credits.

Change Profile

The player can change which profile they are currently signed in to the game with, or create a new profile.

Weapons

Worms: Battle Islands features a huge arsenal of forty different weapons and utilities.



Bazooka



Grenade



Cluster Bomb



Banana Bomb



Holy Hand Grenade



Petrol Bomb



Homing Missile



Boomerang



Mine



Dynamite



Shotgun



Uzi



Air Strike



Napalm Strike



Fire Punch



Dragon Ball



Prod



Baseball Bat



Kamikaze



Sheep



Super Sheep



Buffalo of lies



Concrete Donkey



Armageddon



Custom Weapon

Utilities



Blow Torch



Pneumatic Drill



Bunker Buster



Girder



Jet Pack



Ninja Rope



Teleport



Parachute



Electromagnet



Sentry Gun



Lightning Strike



Flare



E.M.P Grenade



Skip Go



Surrender

For more information on the weapons and how to use them, please refer to the in game Weapons Help menu. This can be accessed from the Pause Menu whilst playing a game.

Help

“Worms: Battle Islands” also includes a comprehensive help section which further explains many other aspects of the game. The Help section can be accessed from the Options Menu.

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your software product (the “Product”), you may only need simple instructions to correct the problem. Please contact the THQ Inc. (“THQ”) Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 30426. Please use this code to identify your Product when contacting us.

Limited Warranty

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THQ Inc., Customer Service Department, 29903 Agoura Road, Agoura Hills, CA 91301

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